

# Videography

Ambiguous Movie

Bullying PSA



# Types of Shots

- Extreme Close Up
- **Close Up**
- Medium Close Up
- **Medium**
- Medium Wide
- **Wide**
- Extreme Wide
- Over the shoulder (OSS)

Camera Shots

# Camera Angles

- Worm's Eye
- Medium Worm's Eye
- Eye-level
- Medium Bird's Eye
- Bird's Eye
- Dutch tilt

# Camera Angles

- Use angles to keep the production interesting
- Angles can be used to manipulate audience perception

# High Camera Angle (Bird's eye)

- Positions the camera above eye level
- Camera shoots down at subject
- Used to show overview of area
- Used to make subject appear smaller

# Low Camera Angle (Worm's view)

- Positions the camera below eye level
- Camera shoots up toward the subject
- Used to give sense of power to subject

# Canted Angle (Dutch Tilt)

- Camera is tilted on a horizontal plane
- Used to convey sense of excitement or instability
- Simply tilt the camera to achieve this effect
- Use this sparingly

# Subjective Camera Angle (Point of View Shot)

- Places the camera in the place of a character to show us a scene from their viewpoint
- Also known as point-of-view shot (POV)
- Used to engage viewers in the action



# Establishing Shots

- Many directors follow this simple formula:
  - **First scene shot:** Wide, *establishing shot* to orient the viewer
  - **Second scene shot:** Closer proximity to main subject
  - **Third shot:** Main subject

# Camera Movements

- Zoom – don't use too often.
- Pan
- Tilt
- Dolly
- Pedestal



# Capturing Motion

- You should always consider the path of moving subjects and, generally, leave space in front of them into which they can move.

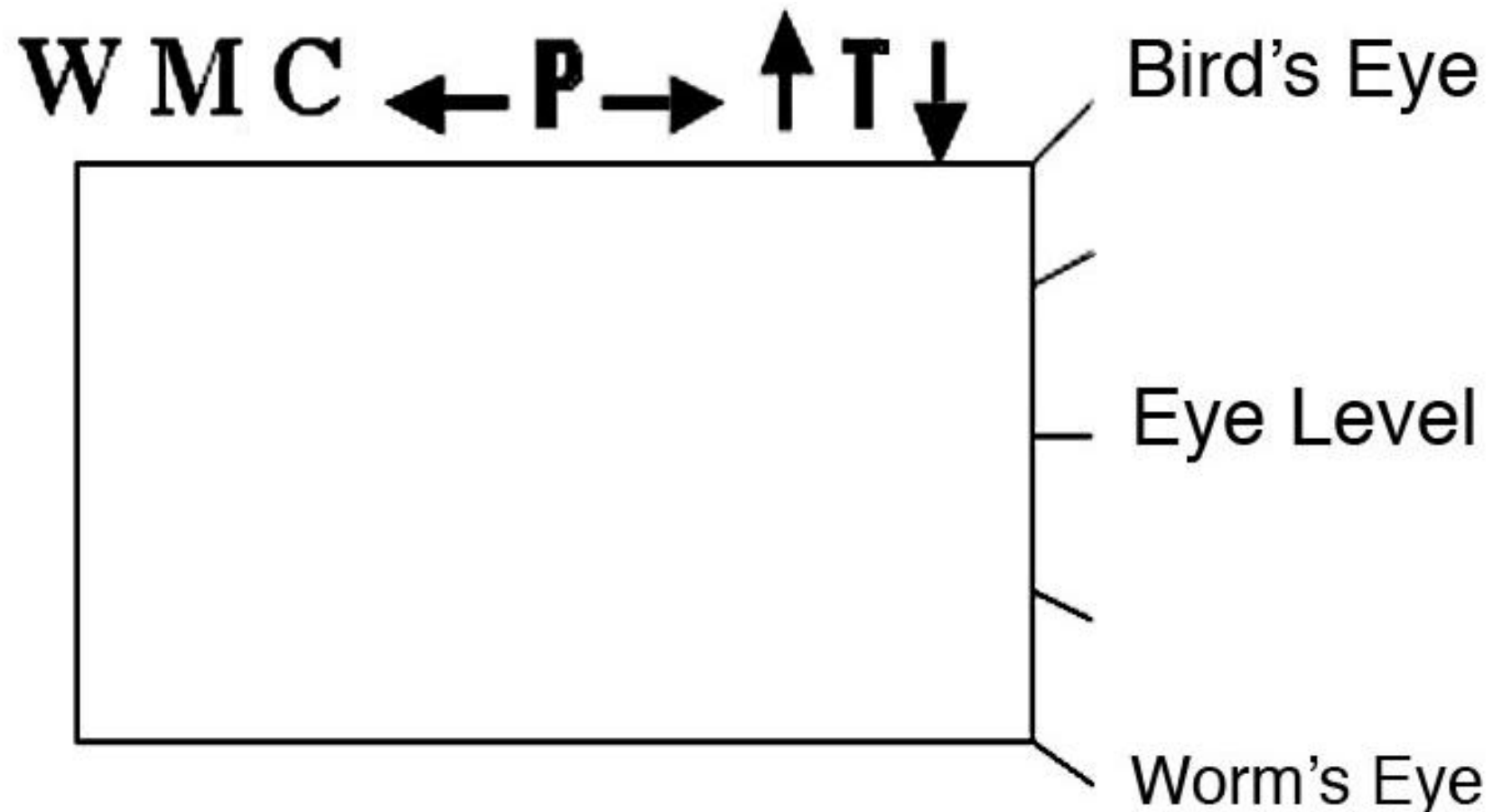
# Capturing Motion

- If you don't, here's what can happen! This jogger looks like she's going to run right out of the frame.
- By placing the subject in the lower-left position, we've used the rule of thirds and given the jogger plenty of room to run within the frame.



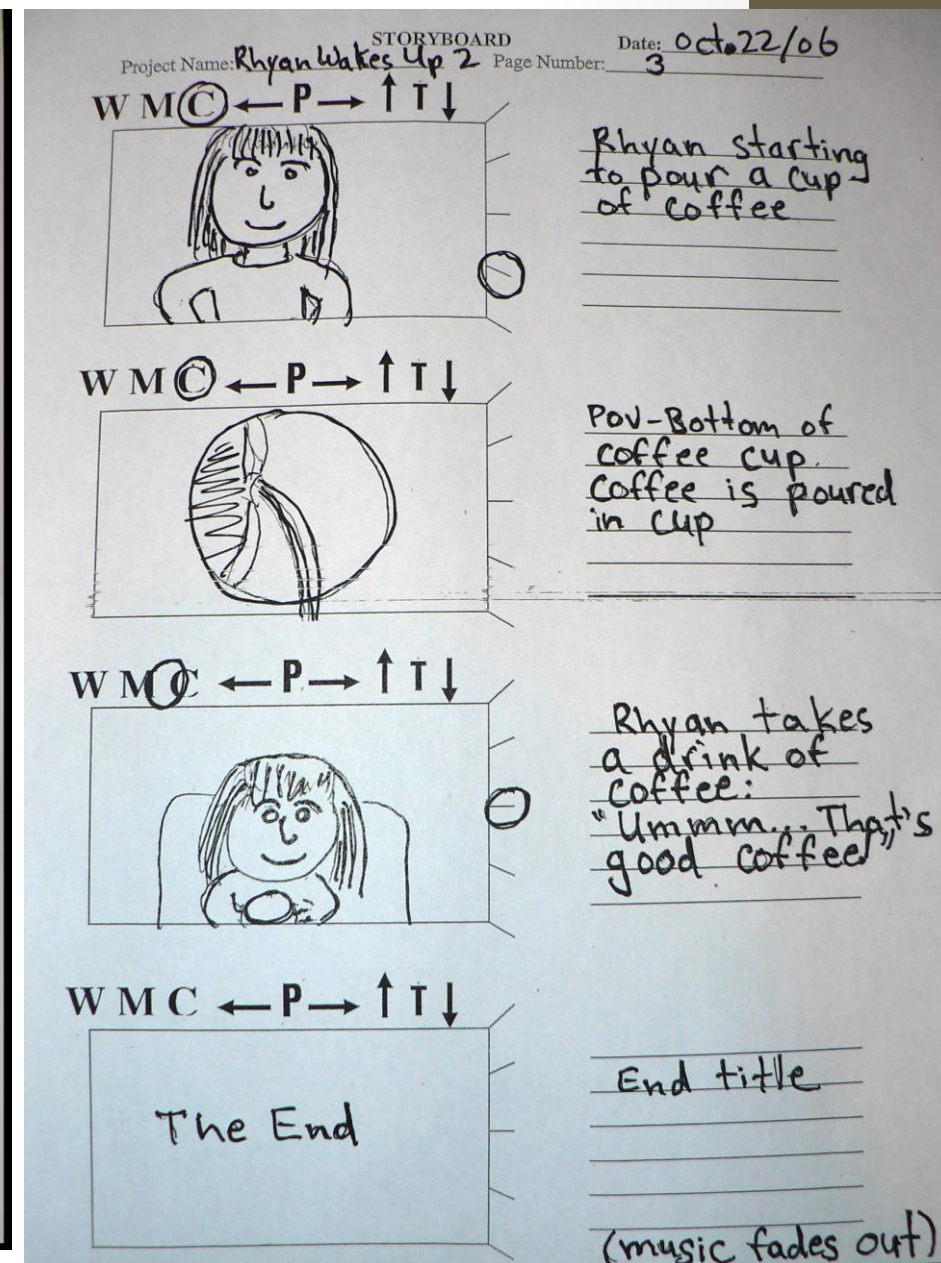
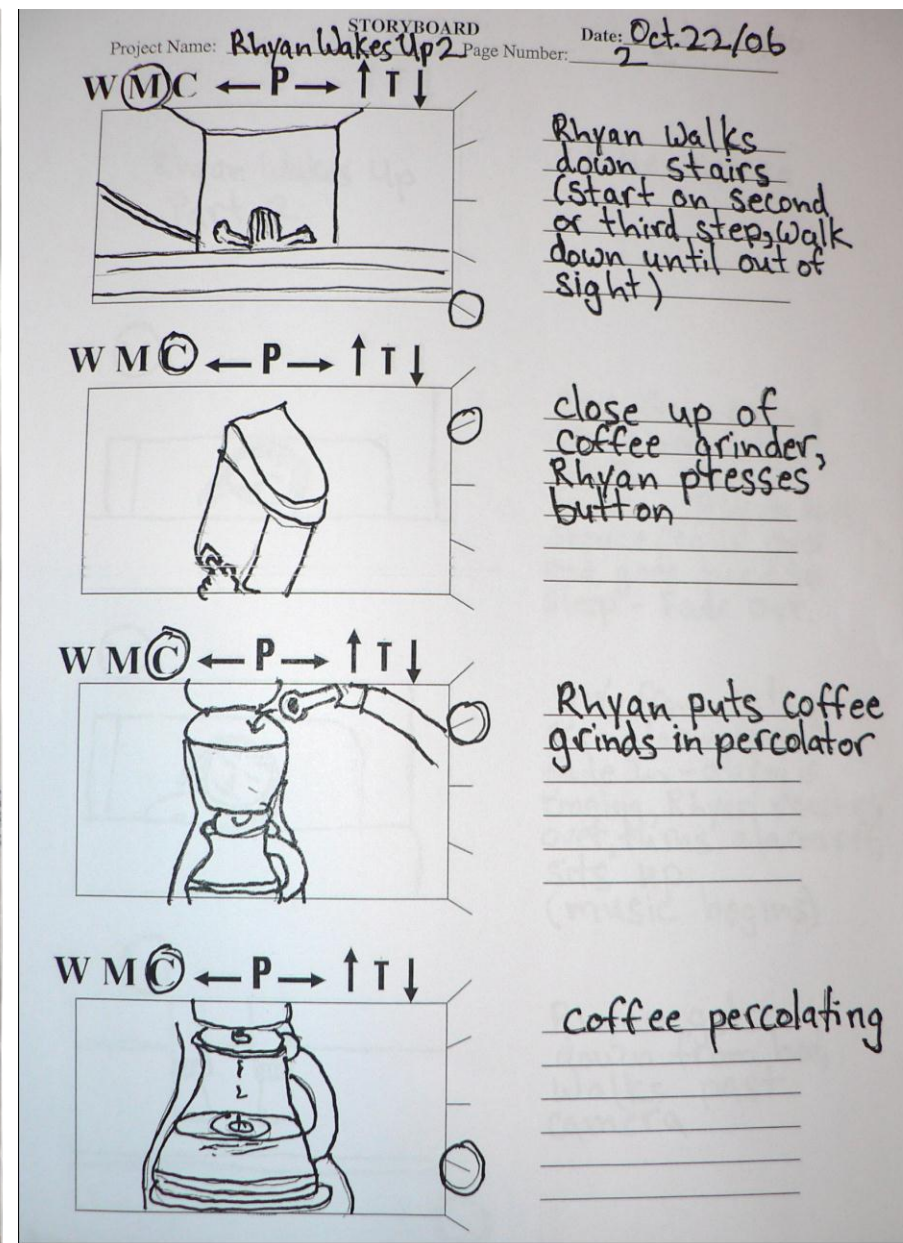
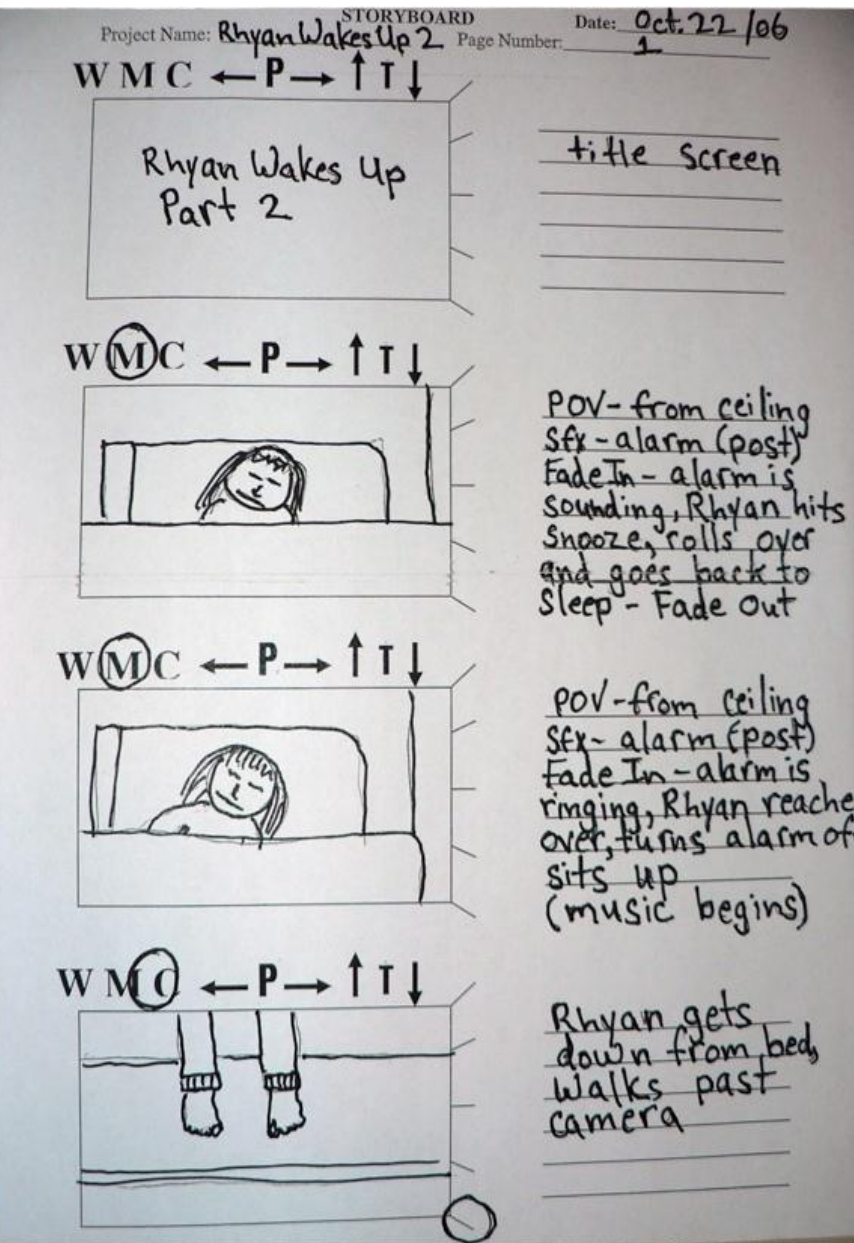
# Storyboarding

- Storyboards are graphic organizers in the form of illustrations displayed in sequence for the purpose of pre-visualizing a video or animation.
- Storyboards are produced beforehand to help film directors, cinematographers and television commercial advertising clients visualize the scenes and find potential problems before they occur.
- Do an rough illustration for each change of camera angle.





# Storyboarding



# Lighting

- Light source should be in front or above the subject.
- In general, you don't want the source of light to come from behind your subject (back light).

# Lighting

- Three purposes of lighting:
  - Provide adequate illumination for the picture to be processed correctly by the camera
  - To tell us what the objects on the screen look like, including space/depth relationships and time of day
  - To establish the mood of a scene



# Hard and Soft Light

- “**Hard Light**” – Very pronounced; **Directional**; Casts strong shadows
- “**Soft Light**” – Light is **diffused**/spread out; less shadows
  - People look better with soft lights

# Directional vs. Diffused Light

- Example:



Directional

Diffused



# Soft Lighting (Don't copy)

- Since soft light is more scattered, you may need more light
- Soft light may be created using **bounced lighting**
  - Light source hits subject indirectly since it bounces off a reflector

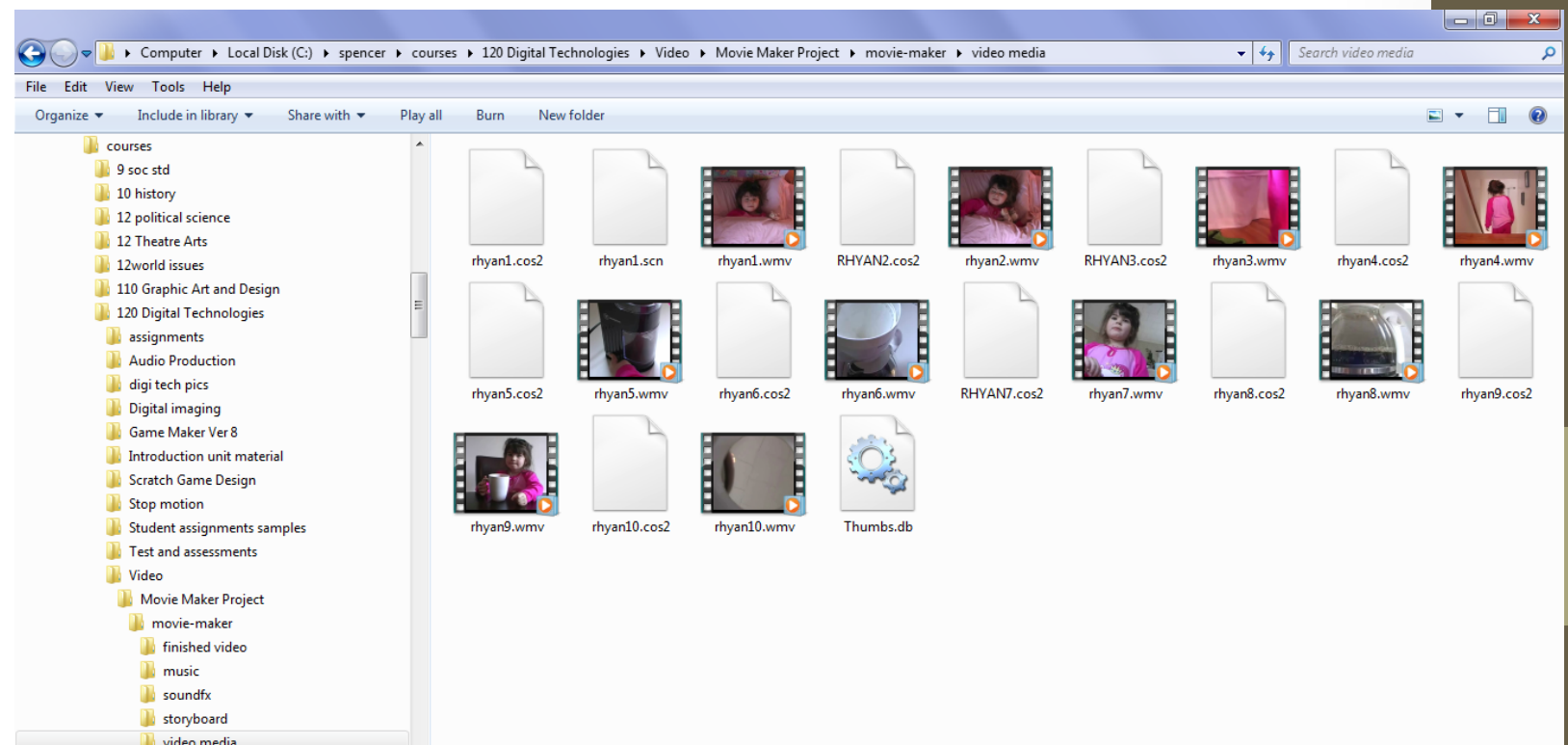
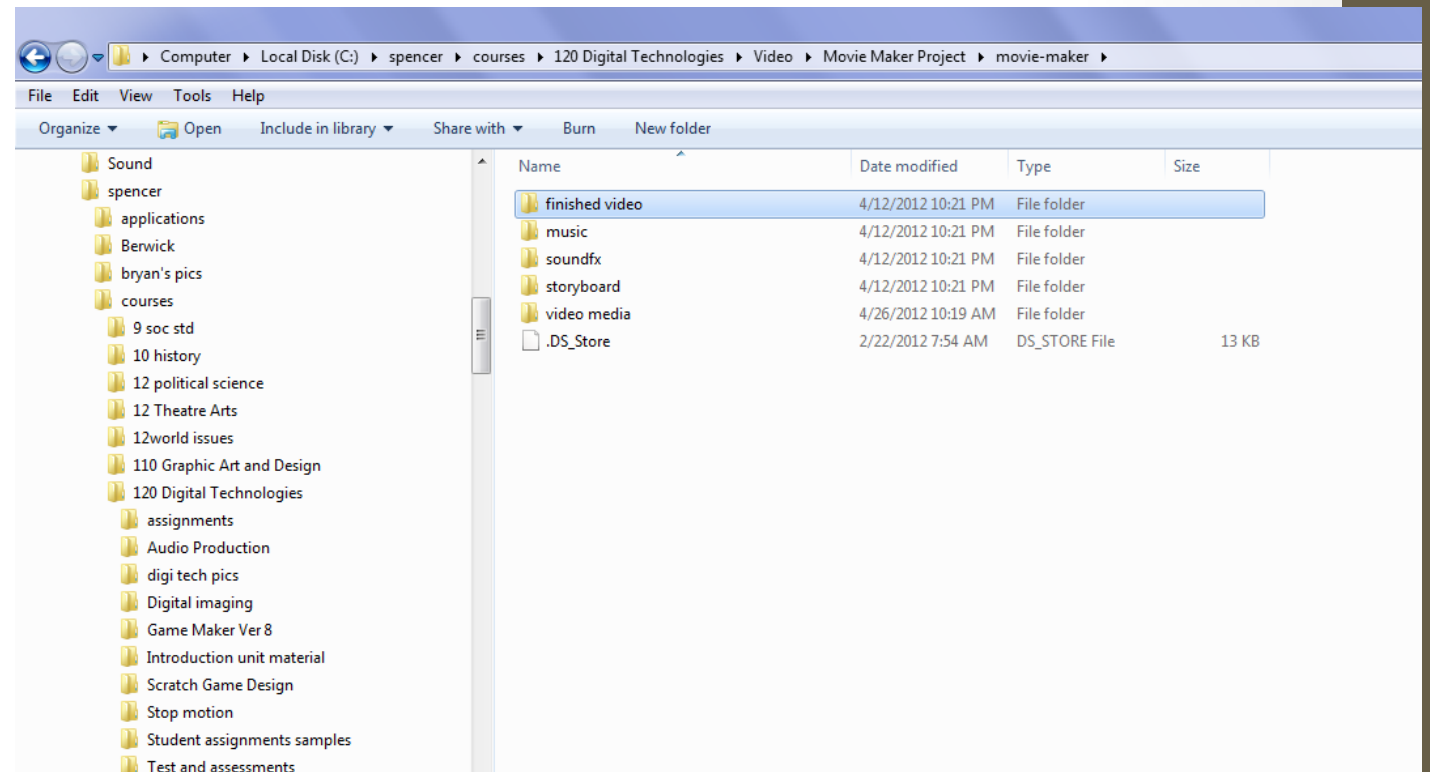
# Audio

- Don't Neglect Audio.
- Audio is as important as the picture
- Always use earphones.
- Ambient Sound (room noise).
- Be aware of wind noise or background music.
- If your video is heavily dependent on dialogue or you are doing interviews, use an external mic.



# Managing files

- For each project, create a new folder.
- EVERY FILE for each project should be saved in the proper folder.

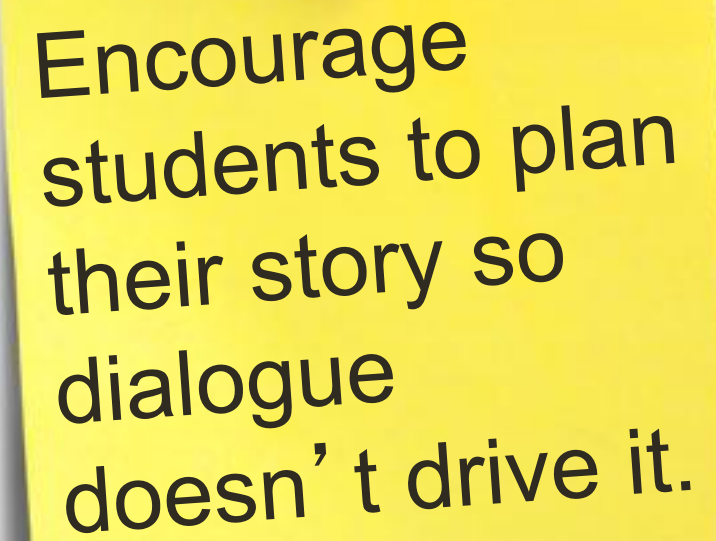


# Rhyan Wakes Up video assignment

- Using the video files in the O drive folder title “movie maker project”.
- Take the files in the “video media” folder. There are several video files that go together to make one movie similar to the finished video attached to the “finished video” folder.
  - The finished video

# Assignment - One Minute Video

Plan, shoot, edit and publish a one minute video. Your story must have a beginning, middle and end. Your 'prop' must play a central role in your video.



Encourage students to plan their story so dialogue doesn't drive it.



- <http://www.youtube.com/watch?v=FhribaNXr7A> – More Than That  
Heather Hanson, a first-year teacher on the Rosebud Indian Reservation in South Dakota, knew she was taking a risk when she showed a documentary called "Children of the Plains" to her speech class at Todd County High School. Narrated by Diane Sawyer, the 20/20 episode emphasizes poverty, alcoholism, and family dysfunction on the reservation. "I was offended," says Hanson, who is not Native American, "and it's not even about me. I wasn't sure how my students would react."

Students' responses ranged from sadness to outrage over what they saw as a one-sided account of their Lakota Sioux culture. Those raw emotions became the fuel for a project that has taken them places they never expected. When Hanson challenged students to channel their anger into action, they teamed up with a media arts class to create a rebuttal video called *More Than That*.

In the tightly edited video, students have written words on their bodies that more accurately describe who they are and what they care about. Written, directed, and filmed by students, the video was a collaboration between Hanson's speech classes and technology teacher Kim Bos's multimedia class.



# Final Project

- Have students break into groups. Each group is to create a PSA to draw peoples attention to something. (The effects of cultural stereotyping, opinions towards teens, not me not now...)